**Land of Duwyn**

**Milestone 3: Final Build Notes**

**GAME3030 Game Production 6**

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**Land of Duwyn**

The focus of this build was to polish up the final gameplay and provide quality-of-life improvements based on feedback. Audio was the largest focus of this build, in which sound effects and background music was added to create a better environment. As well, features have been added to clarify certain parts of gameplay that were harder to understand.

**New Features**

**Audio**

Audio Effects and Background music has been added to the game to provide better feedback and to create an immersive environment.

* All animations
* Hit sounds
* Equipping and dropping items
* Announcer sounds
* Background music

**UI** – Action Bar, Target Bar

* Selecting a tool/building on the action bar now highlights it
* Construction building information is now visible when you start to choose what to build

**Resources**

* Buildings will now require resources
  + Resource texts will flash in warning if not enough
* Tree resources spawn in different sizes and rotation
* Only appropriate resource buildings will activate the resource (sawmill for wood, etc.)

**Enemy**

* Enemies now drop gold
* New Class: Knight

**Buildings**

* Buildings now cost resources to build
* Buildings are correctly initialized

**Misc.**

* Fixed max villager calculations
* Fixed potential AI no longer working

**Controls**

**WASD** – Standard FPS movement, W and S is forward and back, A and D is horizontal strafing

**Shift** – Hold to start running

**Mouse Movement** – Moves the camera around in standard First Person movement

**LMB** – Attack with current weapon (or fists, if nothing selected)

**Weapons**

* **Keyboard ‘1’** – Equip Sword and Shield (for attacking enemy)
* **Keyboard ‘2’** – Equip Lumbering Axe (for cutting)
* **Keyboard ‘3’** – Equip Pickaxe (for mining)

**Q** – Switch between First Person and Top Down mode (Top Down allows you to assign roles)

**LMB** – Place a building in Top-Down mode

**RMB** – Cancel a building in Top-Down mode

**Buildings**

* **Keyboard ‘1’** – Construct Sawmill
* **Keyboard ‘2’** – Construct Smithy
* **Keyboard ‘3’** – Construct House
* **Keyboard ‘4’** – Construct Windmill